

Ray tracing
Acceleration
Techniques

```
graph TD; A[Ray tracing Acceleration Techniques] --> B[Faster Intersections]; A --> C[Fewer Ray Object Intersections]; A --> D[Generalized Rays]; A --> E[Coherence]; A --> F[Fewer Rays]; B --> G[Arithmetic, Geometric, SIMD]; C --> H[Bounding Volumes, Space Subdivision]; D --> I[Beam, Cone, Pencil Tracing]; E --> J[Spatial and Temporal]; F --> K[Statistics, Adaptive Trees, Subsampling];
```

Faster
Intersections

Arithmetic,
Geometric,
SIMD

Fewer Ray
Object
Intersections

Bounding
Volumes,
Space
Subdivision

Generalized
Rays

Beam, Cone,
Pencil Tracing

Coherence

Spatial and
Temporal

Fewer Rays

Statistics,
Adaptive
Trees,
Subsampling